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In re Application of:

**MARK YABLONSKI ET AL**

Serial No.

Filed: **8 OCTOBER 1999**

For: **SYSTEM AND METHOD FOR DISPLAYING GRAPHS**

**TRANSMITTAL**

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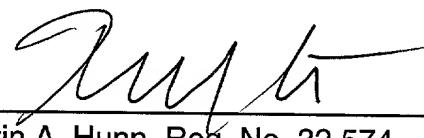
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# **SPECIFICATION**

Docket No. 0544MH-35791

TO ALL WHOM IT MAY CONCERN:

BE IT KNOWN that we, Mark Yablonski, Bradley Babin, and Weylin Debetez, residing in the State of Texas, have invented new and useful improvements in a

## **SYSTEM AND METHOD FOR DISPLAYING GRAPHS**

of which the following is a specification:

## CROSS REFERENCE TO RELATED APPLICATIONS

1        This application claims the benefit of US Provisional Application No.  
2    60/158,651, filed October 8, 1999, titled AGGREGATION MECHANISM FOR  
3    FUNCTIONAL GRAPHS.

## BACKGROUND OF THE INVENTION

4    1.    Field of the Invention:

5        The present invention relates generally to computer system displays, and  
6    more specifically to a system and method for graphing functions over user  
7    selectable aggregations of input data.

8    2.    Description of the Prior Art:

9        The prior art has long been practiced on paper by mathematicians and  
10   more recently in computer graphics user interfaces (GUIs) by software  
11   engineers. The prior art graphs a function on a grid of two or three axes  
12   commonly labeled X, Y, and Z. One of the axes corresponds to the function  
13   output values; the other axis or axes correspond to function data inputs. The  
14   axes show relatively simple measurements such as Day of Week vs.  
15   Temperature. Point, line or bar displays within the grid display the function  
16   values. For instance, the grid could graph average, high, or low temperature  
17   functions given sets of temperatures read hourly during specific days. (See

1      Figure 1.) The prior art also includes multiple function graphs, in which the data  
2      axis (such as Day of Week) is subdivided by function. For instance, the Day of  
3      the Week axis could display Monday Average, Monday High, Monday Low,  
4      Tuesday Average, Tuesday High, Tuesday Low, etc. The graph would display  
5      three side-by-side bars for each day. (See Figure 2.)

6            The prior art also displays hierarchically organized axes measures. For  
7      instance, the Day of the Week axis could display Monday morning, Monday  
8      afternoon, and Monday evening. (See Figure 3.) This is no different from a ruler  
9      breaking its measure into inches and further into half inches, quarter inches, etc.  
10     The prior art additionally could combine multiple function graphs and  
11     hierarchically organized axes to display aggregate function values. For instance,  
12     the Day of the Week axis could display Monday, Monday Morning, Monday  
13     afternoon, Monday evening, etc. One bar would plot Monday's aggregate  
14     temperature over morning, afternoon, and evening; another would plot Monday  
15     Morning's temperature, etc. Thus, the reader could see the daily aggregate  
16     temperatures as well as the morning, afternoon, and evening temperatures.  
17     Another way of showing aggregations is by plotting them as separate functions,  
18     using different colors, shading, labeling, etc. to differentiate function values. (See  
19     Figure 4.)

20           The prior art can also move the functional value axis to the grid. For  
21      instance, in a two dimensional graph, the function might be on both X and Y axes  
22      data, and the function value is displayed on the grid via a number or a bar scaled

1 independently from the axes scales. Often such a bar is numbered as well. For  
2 example, the game Sim City™ displays a grid where the X and Y-axis  
3 coordinates are longitude and latitude geographic measures. Various bars on  
4 the grid show population statistics at the corresponding X and Y coordinates.  
5 The heights of the bars have nothing to do with the X and Y-axes—the bars are  
6 on their own scale, displaying population measures. The X and Y-axes are  
7 geographic measures in terms of miles. (See Figure 5.)

8 The prior art also includes three-dimensional graphs, involving relatively  
9 simple X, Y, and Z-axis measures. The graph displays a function of X and Y  
10 axes data plotted against the Z-axis. (See Figure 6.) Alternatively, as in the  
11 previous discussion, the function value axis is moved to the grid, displaying a  
12 function of data on all three axes. (See Figure 7.) Such graphs are difficult to  
13 read on paper, but software rotation techniques and 3-dimensional perspective  
14 displays make this approach viable.

15 The prior art is practiced on both paper illustrations and GUIs. GUIs  
16 provide various navigation capabilities such as scrolling through the axes.

## **SUMMARY OF THE INVENTION**

1       According to the present invention, a system and method for displaying  
2 graphs on a computer display organize the data and axes of the display  
3 hierarchically. The user is allowed to select which levels of the hierarchy are to be  
4 displayed, thereby controlling the look of the display. Data at lower hierarchical  
5 levels is aggregated at the level chosen for display. By varying the chosen display  
6 levels, the user changes the nature of the display on the computer monitor.

## BRIEF DESCRIPTION OF THE DRAWINGS

1       The novel features believed characteristic of the invention are set forth in the  
2 appended claims. The invention itself however, as well as a preferred mode of use,  
3 further objects and advantages thereof, will best be understood by reference to the  
4 following detailed description of an illustrative embodiment when read in  
5 conjunction with the accompanying drawings, wherein:

6       Figures 1 – 7 are graphs in accordance with prior art graphing techniques;

7       Figures 8 – 21 are graphs illustrating features of the preferred graphing  
8 technique; and

9       Figures 22 and 23 are hierarchy diagrams illustrating aspects of the  
10 preferred method.

## **DESCRIPTION OF THE PREFERRED EMBODIMENT**

1       The present invention employs a computer graphics user interface (GUI)  
2   to advance the state of the art in graphing functions. It improves over the prior art  
3   by providing a mechanism for displaying the functional values of user-chosen  
4   aggregates of the function's input data. Prior art systems can display aggregated  
5   values such as the temperature on Monday, along with the unaggregated  
6   values—the temperature on Monday morning, afternoon, and evening. The  
7   weakness in such graphs is that the viewer cannot choose the level of  
8   aggregation. In the previous example, the graph designer chose daily  
9   aggregations. A viewer might instead want to see weekly aggregations of  
10   various types, such as weekly average temperatures, weekly morning average  
11   temperatures, etc. Alternatively, the user might want to see the graph  
12   aggregated by weekdays and weekends. The present invention provides such a  
13   mechanism in a graphics user interface in which the graph axes are organized in  
14   hierarchies (tree structures) that the user can manipulate. One or both axes (in a  
15   2 dimensional graph) can be so organized. In a three dimensional graph, one,  
16   two, or all three axes can be so organized. The user can navigate the graph in  
17   all manners common in the prior art (e.g. scrolling). The user can select various  
18   levels of the hierarchies to see aggregate function values.

19           For example, Figure 8 shows the graph of a function of time plotting  
20   values of temperature. Perhaps the function is average temperature given a set  
21   of temperature readings throughout each day. The time data has been

1 organized in a time hierarchy with days at the lowest level, weeks at the next  
2 level, years above the weeks level, and Time itself at the top level. The days  
3 level has been selected initially, so the function values for each day are  
4 displayed. The user then selects a different hierarchy level to see a different  
5 level of aggregation. Figure 9 shows that the user selected the weeks level,  
6 resulting in function values displayed for weekly aggregates of the input data. In  
7 this example, the graph shows average weekly temperature. The user can also  
8 select specific portions of a given hierarchy level to further refine the aggregation.

9 In Figure 10, the user has reselected the days level, grouped together weekdays,  
10 and grouped together weekends. The user can easily study weekday vs.  
11 weekend temperature variations in an application that may not have anticipated  
12 such a use.

13 These time vs. temperature examples show the convenience provided by the  
14 present invention. However the present invention is a key analysis tool in more  
15 complex applications such as manufacturing, where the user needs to view  
16 functions over complex hierarchies of data. Examples of such data hierarchies in  
17 manufacturing are:

- 18 • Seller (sales force), organized hierarchically by geographic location. For  
19 instance, a Seller hierarchy could consist of the entire sales force at the top  
20 level. The second level could contain the worlds' continents. The third level  
21 could contain countries within each continent.

1     • Product, organized by product family.. For instance, the top level of the  
2         Product hierarchy could represent all products. The second level could  
3         contain various product groups, and the third level could contain products  
4         within each product group.

5     • Time, organized by subdivisions of time.

6         The bottom layers of such hierarchies often break into vectors of data. For  
7         instance, at the bottom of the Seller hierarchy might be a vector of sales data  
8         containing Planned sales, Allocated Sales, and Actual Sales. If this were plotted  
9         vs. a Time hierarchy, the user could go up and down the Seller and Time  
10        hierarchies to have the graph answer such complex questions such as:

11        1. What were the Allocated Sales in North America last year?

12        2. What were the Allocated Sales in the United States last year?

13        3. What were the Actual Sales in the United States the 1<sup>st</sup> quarter of last year?

14         The seller hierarchy designer has established that Planned Sales, Allocated  
15         Sales, and Actual Sales are a vector of numbers to display at each cell of the  
16         grid. The user however can issue instructions to compose a special function to  
17         display, built on values in the vector—a feature provided in current spreadsheets.  
18         For instance, the user could plot Actual Sales minus Planned Sales.

1       The user can additionally filter out portions of one or both hierarchies to  
2       answer such questions as:

3       4. What were the Allocated Sales in North America and Asia (but not Europe nor  
4       South America) last year?

5       5. What were the Allocated Sales in North America and Asia (but not Europe nor  
6       South America) during the 1<sup>st</sup> quarters of the last five years?

7       To view such numbers, the user selects nodes Europe and South America  
8       and executes a Filter command. Europe and South America then disappear from  
9       the Seller hierarchy and are placed in a small separate window, to remind the  
10      user that they've been filtered. During the rest of the session, all aggregated  
11      values normally involving Europe and South America are adjusted, deducting the  
12      numeric contributions of Europe and South America. At any time during the rest  
13      of the session, the user can click on items in that window to remove their filters.

14      Figure 11 plots such a sales hierarchy vs. a time hierarchy on a 3-  
15      dimensional graph. The various sales figures are displayed using the vertical  
16      axis as well as numeric labels. The following discussion will review each of the  
17      previous five questions to see how the user employs the preferred embodiment's  
18      navigation tools to get the answers. Various features of the invention will be  
19      described in this context..

1 Suppose initially the Y-axis shows Seller and the X-axis shows All Time, a 5-  
2 year history time horizon. (See Figure 12.) Using a mouse or other selection  
3 mechanism, the user would select Seller to break the axis into North America,  
4 South America, Europe, and Asia. (See Figure 13.) The user would select Time  
5 to break it into 5 previous years. (See Figure 14.) On this selection, the grid  
6 changes from displaying sales figures aggregated across all of time to yearly  
7 aggregated sales figures. To answer question 1, the user cross references North  
8 America vs. '98 (last year) and looks at the bar displaying Allocated Sales.

9 The user then navigates to answer question 2 by selecting North America,  
10 breaking it into each country, and then cross referencing the United States vs.  
11 '98. (See Figure 15.) Actually, the user has two options when drilling  
12 downwards in a hierarchy. In Figure 15, the user selected the option of  
13 expanding the next level only under the selected North America. Figure 16  
14 shows the option of expanding the entire next level (to view all countries under all  
15 continents). However, by expanding only portions of a given level, the user can  
16 display a comparison of sales figures for a given country vs. a given continent, or  
17 the 1<sup>st</sup> quarter of this year vs. all of last year. Command modes, mouse buttons,  
18 menus, or other GUI mechanisms are used to select among the two options in a  
19 manner well known in the art.

20 The user then navigates to answer question 3 by selecting '98, breaking it into  
21 quarters. (See Figure 17.) Since the grid is displaying various functions  
22 including Actual Sales, the user does not need to do anything special to view that

1 number. The user simply cross-references the United States vs. '98's 1<sup>st</sup> quarter.  
2 Note that the present invention allows choice points at these selections. In this  
3 example, the GUI might ask (via popup menu, prompt, or other methods) the  
4 user whether to break '98 into quarters, weeks, months, days, etc. Instead of  
5 offering just a single hierarchy for each axis, the present invention offers multiple  
6 alternate hierarchies for each axis.

7 The user then navigates to answer question 4 by issuing a command to go up  
8 a level in the Seller hierarchy to display the continents. The user then selects  
9 two of those continents, North America and Asia, to get some specified  
10 mathematical combination of their function values, such as averaging or  
11 summation. (In this example, one could view the average actual sales, the  
12 summed planned sales, etc.) The grid now displays combined sales data for the  
13 two selected continents. (Such combinations can be much more efficient than  
14 the user manually summing the sales numbers for selected continents. The  
15 present invention provides spreadsheet-like capabilities so that the user can  
16 compose complex functions from atomic functions such as summation, MIN,  
17 MAX, or AVERAGE.) The user then issues a command to go up a level in the  
18 Time hierarchy (from 1<sup>st</sup> quarter of '98 to all of '98).

19 The user then navigates to answer question 5 by going down the Time  
20 hierarchy to the yearly quarters, then selecting the 1<sup>st</sup> quarters of the last five  
21 years to get summed sales data on those quarters.

1 In prior art graphs, the plotted function values are simply numbers. However,  
2 the present invention allows for the possibility that the function values are  
3 themselves hierarchically arranged numbers. The user can navigate through this  
4 value hierarchy in a manner similar to the navigation through the axis data  
5 hierarchies. The only difference is that the hierarchy template for such  
6 navigation occurs in a legend placed separately from the graph. For instance,  
7 suppose we graphed Seller hierarchy vs. Product hierarchy on a 2 dimensional  
8 graph. Suppose we wanted to graph sales numbers by product by different time  
9 periods (in a time hierarchy). We could change the design to employ a 3  
10 dimensional graph, with Time hierarchy as the Z-axis. However, perhaps for our  
11 particular data, this would be unreadable. Instead, we have the grid display the  
12 sales numbers, broken out by whatever time segments of the time hierarchy the  
13 user chooses. The Time hierarchy legend would provide Last 5 Years at the top  
14 level, Each Year at the next level, each quarter at the next level, etc. By clicking  
15 on these various levels, the grid would display one bar for all 5 years, or 5 bars  
16 for each year, or 20 bars for each quarter, etc. (See Figure 18.) As with the  
17 axes hierarchies, the user can perform combination and filtering on the value  
18 hierarchy. For instance, he could combine the first three years' values or filter  
19 out all but each year's 1<sup>st</sup> quarter values, all through mouse commands  
20 performed on the value hierarchy legend.

21 Why would a user wish to create such complex functions of three data  
22 hierarchies? The following are practical questions that such a graph would easily  
23 answer:

1     • What is the Planned Allocation during 2nd Quarter '99 for Texas for Product  
2           A?

3     • What is the Planned Allocation during 2nd and 3rd Quarters '99 for the US for  
4           Product Group 100?

5       The present invention's mechanism for graphing hierarchically organized data  
6       is trivially extended to accommodate other more general data organizations such  
7       as lattices and directed graphs. (Here, the term "graph" refers to the data  
8       structure, not the function plotting device.) A lattice is accommodated by  
9       searching the lower levels of the hierarchy under a given selected level.  
10      Whenever a lower level element is encountered more than once, the repeated  
11     encounters are ignored. Otherwise, the data for that element would be counted  
12     multiple times in aggregating the input data. A directed graph is accommodated  
13     by defining at each level the set of lowest levels. As the user drills down the  
14     hierarchy, the lowest levels may actually change, if the graph has a loop and the  
15     defined sets of lowest levels for given selected levels differ.

16      An example of a directed graph application of this invention is a traffic  
17     analysis application with a truck or train route directed graph axis and a time axis.  
18      The grid might display traffic data. The route axis is organized as a directed  
19     graph of cities connected by highways. One can select a given city to see  
20     information about traffic going from that city to other cities along the truck route.

1       The present invention provides a spreadsheet-like functionality in which the  
2       user changes a graphed value and then updates the window to display resultant  
3       changes in aggregated values. For instance, suppose the Planned Allocation for  
4       1<sup>st</sup> Quarter '99 for Texas for Product A is 20. This value of 20 contributes to many  
5       possible aggregate values, including the Planned Allocation for 1<sup>st</sup> Quarter '99 for  
6       US for Product A, which might be 150. Suppose the aggregate function is  
7       summation. If the user changes the 20 value to 40 and then selects the above  
8       aggregation, the grid will display 170 instead of 150. 20 is an editable value, in  
9       this case, because it is a value of leaf nodes of the axis hierarchies. 150,  
10      however, is not an editable value, because it is the value of non-leaf nodes of the  
11      axis hierarchies.

12      The present invention combines very elegantly and powerfully with the three  
13      dimensional graphing capabilities of available products such as the florr/wall/wall  
14      graphing product, available from i2 Technologies. See Figures 19-21 for various  
15      examples of Seller vs. Product hierarchies, integrated with the 3-D viewing  
16      mechanism of that product. These illustrations show a floor-leftwall-rightwall  
17      graphic architecture where the floor is the present invention, a graph of two  
18      hierarchical axes data. The left wall and right wall are mathematical  
19      summarizations (selected formulas such as min, max, or average) of the  
20      functional (grid) values.

21      There are many potential applications outside of manufacturing. For example,  
22      any organization can provide hierarchical axes of information such as an

1 organization chart vs. geographic location, and graph function values such as  
2 salary data, expense data, or skills. Those interested in financial and portfolio  
3 management can use industry sectors and company sizes as the hierarchical  
4 axes, and plot function values of expected and actual returns, or current  
5 investment allocations. Manufacturing specific data can include, for example,  
6 hierarchical axes selected from parts, products, suppliers, customers, facilities by  
7 geography, size or other measure, time, plans, or measurements.  
8 Corresponding plotted data can include any numeric data such as inventories,  
9 demand, return-on-investment, expenses, performance, allocations, and many  
10 others. Those skilled in the art will appreciate that many different type of data  
11 can be graphed using the techniques described herein.

## 12 METHOD DETAILS

13 This section describes the procedures that implement the preferred  
14 embodiment of the present invention. This invention comprises a generic GUI  
15 mechanism appropriate for many types of applications. An example structure for  
16 using the described method is shown in Figure 24, in which the described  
17 procedures are placed in a generic Graph System 100, driven by an Application  
18 104 that has its own Database 106, whether memory resident or on an external  
19 disk drive. However, the invention is not limited to such an organization. The  
20 Graph System 100 could be implemented as non-generic software imbedded in  
21 the Application 102, for example.

1 It will be recognized by those skilled in the art that the procedures  
2 described herein have alternatives that could be proved to be logically identical.  
3 For instance, suppose a procedure requires two steps A and B that can be  
4 executed in either order without different results. The invention is not restricted  
5 to the order A, then B, just because the procedure is described in the order A,  
6 then B. The procedures are expressed using a number of external functions that  
7 Application 102 passes to Graph System 100 for it to call at various stages of its  
8 processing. Instead of such external functions, the Application 102 could pass  
9 the Graph System 100 a table of results of the functions given various inputs.  
10 The procedures are not expressed in an Object Oriented framework, but many  
11 Object Oriented versions of these procedures are logically equivalent to the  
12 following descriptions.

13 Note that procedures expressed in terms of external functions may appear  
14 to have certain performance characteristics such as quadratic performance.  
15 However, use of caching by these functions can improve the performance, e.g.  
16 from quadratic to linear performance.

17 **Initialize-Graph()**

18 This procedure is used by Application 102 to send Graph System 100 the  
19 axis hierarchy structures, various external functions for retrieving graph values  
20 and computing value aggregations, and default GUI settings.

1 Step 1. Application 102 sends Graph System 100 the number of axes to graph  
2 (either 2 or 3).

3 Step 2. For each axis,

4 Application 102 traverses Database 104, informing Graph System 100 of  
5 all hierarchy nodes. Each **hierarchy-node** is a record consisting of the following:

6 (1) **label**, a string describing the node's representative section of  
7 the hierarchy. In a Seller hierarchy, example labels would be North  
8 America, United States, Planned Sales, Actual Sales, and Seller (the top  
9 of the hierarchy).

10 (2) **subhierarchies**, a list of **subhierarchy** records each consisting  
11 of:

12 (a) **child-nodes**, a list of hierarchy-node records. This list is  
13 never empty. When this list has one node, that node is the  
14 sole subtree of this hierarchy-node. When this list has more  
15 than one node, each is an alternative subtree of this  
16 hierarchy-node. In such situations, the user has a choice of  
17 aggregation methods. For instance, a Year could have the  
18 following subhierarchies: Monthly, Weekly, and Quarterly. A  
19 Salesman hierarchy could have the following subhierarchies:

1                   By Location, By Product Group, By Seniority, By  
2                   Performance Rating.

3                   (b) **selection-label**, a string used in pop-up menus or other  
4                   GUI mechanisms employed by Graph System to have the  
5                   user select among subhierarchies.

6                   When this list is empty, this hierarchy-node is a leaf of the hierarchy  
7                   tree.

8                   (3) **initial-subhierarchy**, the initially selected subhierarchy among  
9                   the subhierarchies. When subhierarchies of the various nodes  
10                  have more than one member, there are essentially multiple  
11                  combinations of hierarchies that Graph System could display. The  
12                  initial-subhierarchies of all nodes provide Graph System the initial  
13                  hierarchy to display.

14                  (4) **Leaf?(node, selected-nodes)**, an external function that returns  
15                  True if 'node' is a leaf node of the hierarchy. Otherwise it returns  
16                  False. When the hierarchy is a tree (the most typical situation) or a  
17                  lattice, Leaf? should return True if its currently selected  
18                  subhierarchy has no child-nodes, and the selected-nodes argument  
19                  should be ignored. Because this case is so typical, Application 102  
20                  can omit this field and accept a default function from Graph System  
21                  100 that does this. When the hierarchy is a graph with cycles, Leaf?

1           needs to be computed based on selected-nodes, which is the  
2           current set of selected hierarchy nodes. Application 102 has to  
3           traverse down from selected-nodes towards ‘node’, deciding how  
4           far down to traverse before leafs appropriate to that set of selected  
5           nodes are reached. (The presence of cycles means there may not  
6           be actual leafs—a traversal length within such cycles has to be  
7           decided.)

8       Step 3. Application sends Graph System an external function **value-**  
9       **lookup(xnode, ynode)** if step 1 specified two axes, or **value-lookup(xnode,**  
10      **ynode, znode)** if step 1 specified three axes. The arguments are hierarchy-node  
11      records that are leaf nodes of the hierarchy. The function returns a value for  
12      Graph System 100 to plot at the grid’s cross-reference point of xnode, ynode,  
13      and (if present) znode. For instance, in Figure 11, suppose our xnode is the  
14      “planned” node under North America and our ynode is ‘95. Value-lookup applied  
15      to these two nodes would return 3.

16           Note that if the hierarchy is a cyclical graph, value-lookup has to return a  
17           value for every combination of nodes among those returned by the various  
18           BOTTOMS functions.

19           If Application 102 wishes editing capabilities on the values returned by  
20           value-lookup, Application Sends Graph System 100 an external function **value-**  
21      **edit(xnode, ynode)** or **value-edit(xnode, ynode, znode)**. This function handles

1 the I/O needed to retrieve the new value from the user and then changes the  
2 corresponding value that is returned by value-lookup on these same arguments.

3 Step 4. Application sends Graph System a set of **Aggregation-Method** records,  
4 each consisting of:

5 (1) **aggregate-value(values-list)**, an external function. Values-list  
6 is a list of values over which this function computes and returns an  
7 aggregate value. The list might contain numbers, and the  
8 appropriate aggregation computation might be SUM or AVERAGE.

9  
10 The value returned by aggregate-values and the members of the  
11 values-list must have the same data type as that returned by the  
12 value-lookup function of step 3. Graph System 100 will use this  
13 function to plot aggregated values whenever non-leaf members of  
14 the hierarchy are selected. (For leaf members, Graph System 100  
15 can simply use value-lookup.) Aggregate-values should return  
first(values-list) whenever values-list has only one member.

16 (2) **method-label**, a string used in pop-up menus and other GUI  
17 mechanisms for the user to select their desired aggregation  
18 method.

19 In many applications, only one Aggregation-Method record will be  
20 provided, leaving no choice for the user. The most common aggregate-  
21 value function is SUM. Another common function is AVERAGE.

1       The remaining sections will refer to the user's currently selected  
2       aggregation method by its contained function, aggregate-value(values-  
3       list).

4       Step 5. Application 102 informs Graph System 100 about how to present and  
5       scale the graph, using methods known in the art. For instance, plotted values  
6       may be presented a bars, lines, points, etc. Presentation includes coloring,  
7       shading, labeling, axes scales, scrolling control, and other GUI issues.

8       Application 102 informs Graph System 100 of the nature (data type) of  
9       each cell value and exactly how cell values are to be displayed. In the  
10      simplest case, cell values are numbers. However, as described earlier,  
11      cell values might be vectors or even hierarchies (trees) of numbers. They  
12      might be symbolic values. Graph System 100 provides special formatting  
13      options for each type. (The procedures required to handle cell vectors  
14      and cell hierarchies are described below.)

15      Step 6. Graph System 100 determines the nature of the hierarchy using known  
16      graph traversal methods in the computer science sub-fields of data structures  
17      and graph theory. Here "graph" is used in its mathematical sense. The nature of  
18      the hierarchy is commonly a tree structure but could be a lattice or directed  
19      graph. If not a tree, Graph system 100 knows in procedures such as **Plot-**  
20      **Values** to look for repeated nodes during aggregation.

1 Step 7. Application 102 informs Graph System 100 of the initially selected nodes  
2 for each axis. Commonly each axis hierarchy is a tree and the application sets  
3 the top or bottom nodes of each hierarchy.

4 **Bottoms(node)**

5 This function is used internally by Graph System 100 to determine the leaf  
6 nodes under 'node'. 'node' may be several hierarchy levels above the leafs, it  
7 might be the parent of leafs, or it might itself be a leaf. A set of the leafs is  
8 returned. The procedure is:

9 Let S = an empty set that prohibits adding duplicate members into itself.  
10 If node.leaf?(node, selected-node)  
11 Then  
12     Add node to S.  
13 Else  
14     For each node CHILD in node's currently selected subhierarchy's  
15         child-nodes list,  
16             If CHILD is not in **filtered-nodes**  
17                 Add members of Bottoms(child) into S  
18     Return S.  
19 Selected-nodes is the global list of selected axis hierarchy nodes.  
20 Filtered-nodes is a procedure discussed below. Bottoms can be optimized by  
21 passing S as a second argument to Bottoms, which then populates S instead of  
22 creating and returning its own set.

1    **Plot-Values()**

2       At all times, the user has selected one or more nodes in the X axis  
3 hierarchy, one or more nodes in the Y axis hierarchy, and (if there is a Z-axis),  
4 one or more nodes in the Z axis hierarchy. Whenever the user changes the  
5 selected nodes, Plot-Values is called to determine the values to display in the  
6 grid area of the graph. For every combination of X-axis, Y-axis, and Z-axis  
7 nodes, Graph System has to plot a value on the grid. If a combination contains  
8 only leaf nodes, Graph System 100 can simply call value-lookup(xnode, ynode,  
9 znode) for the plotted value. However, when a combination contains at least one  
10 non-leaf node, Graph System 100 must plot an aggregation of the combinations  
11 of underlying leaf node values. For instance, suppose we have the following  
12 leaf-node combinations and values:

13       value-lookup(xnode1, ynode1) = 10

14       value-lookup(xnode1, ynode2) = 20

15       value-lookup(xnode2, ynode1) = 40

16       value-lookup(xnode2, ynode2) = 30

17       If xnode1, xnode2, ynode1, and ynode2 are all selected, then the above  
18 four values are all displayed on the grid. Now suppose the following: SUM is the  
19 user's currently selected aggregate-value(value-list) function, and xnode1 and  
20 xnode2 are under parent node Xnodes in the X axis hierarchy. If the user selects  
21 Xnodes, consequently deselecting xnode1 and xnode2, Graph System removes  
22 the four plotted values and plots the following two values:

1    1. the value of Xnodes vs. ynode1, which is the aggregate of the values of  
2       the leaf nodes under Xnodes (xnode1 and xnode2, obtained via  
3       BOTTOMS(Xnodes)) vs. ynode1. Specifically, the computation is:

4       aggregate-value({value-lookup(xnode1, ynode1), value-lookup(xnode2,  
5           ynode1)})  
6       = aggregate-value({10, 40})  
7       = 50

8    2. the value of Xnodes vs. ynode2, which is the aggregate of the values of  
9       the leaf nodes under Xnodes (xnode1 and xnode2, obtained via  
10      BOTTOMS(Xnodes)) vs. ynode2. Specifically, the computation is:

11      aggregate-value({value-lookup(xnode1, ynode2), value-lookup(xnode2,  
12           ynode2)})  
13      = aggregate-value({20, 30})  
14      = 50

15      We've stepped through the plot-values algorithm on a particular example.

16      Now the formal algorithm is as follows:

17      Clear the grid of the currently displayed values.

18      If any top node of any axis hierarchy is in filtered-nodes, return.

19      Let xnode be each selected node in the X axis hierarchy.

20      Let ynode be each selected node in the Y axis hierarchy.

1 Let znode be each selected node in the Z axis hierarchy.  
2 The following is executed on each combination of xnode, ynode, and  
3 znode:

4 Let value-components be an empty list whose members are the  
5 same type as value-lookup.

6 Let xleaf be each node in the set returned by BOTTOMS(xnode).

7 Let yleaf be each node in the set returned by BOTTOMS(ynode).

8 Let zleaf be each node in the set returned by BOTTOMS(znode).

9 The following is executed on each combination of xleaf, yleaf, and  
10 zleaf:

11 PUSH value-lookup(xleaf, yleaf, zleaf) ONTO value-  
12 components.

13 Plot at the grid location corresponding to the cross-reference point  
14 of xnode, ynode, and znode the value of aggregate-value(value-  
15 components).

16 If there is no Z-axis, Graph System 100 simply executes an alternate  
17 version of the above algorithm in which all references to Z-axis, Znode, and Zleaf  
18 are removed.

19 This procedure can be optimized by avoiding calls to aggregate-value  
20 whenever a combination of xnode, ynode, and znode are leaf nodes of their  
21 respective hierarchies. If all three are leaf nodes, the algorithm just plots value-  
22 lookup(xnode, ynode, znode). If no Z axis exists, this principle still applies and  
23 the algorithm just plots value-lookup(xnode, ynode).

1    **Drill-Down(node)**

2        'node' is a currently selected hierarchy node. This procedure is called when

3        the user chooses to select the immediate children of 'node'. The procedure is:

4        1. Remove 'node' from the set of selected nodes.

5        2. Add node's children nodes onto the set of selected nodes.

6        3. Refresh plotted values by calling plot-values().

7    **Drill-Down(list-of-nodes)**

8        'list-of-nodes' is a list of currently selected hierarchy nodes. This procedure is

9        called when the user chooses to select the immediate children of each node in

10      list-of-nodes. This is useful for efficiently drilling down from an entire hierarchy

11      level. The algorithm for his procedure is:

12        1. Remove each node in list-of-nodes from the set of selected nodes.

13        2. Add each children node of each node in list-of-nodes onto the set of selected

14        nodes.

15        3. Refresh plotted values by calling plot-values().

16    **Drill-Up(node)**

17        'node' is the ancestor of some currently selected hierarchy node. This

18        procedure is called when the user chooses to select 'node', consequently

19        deselecting any of its descendent nodes. The algorithm is:

- 1    1. Traverse all nodes lower in node's hierarchy using known methods in
- 2       computer science, removing them from the set of selected nodes.
- 3    2. Add node onto the set of selected nodes.
- 4    3. Refresh plotted values by calling plot-values().

5    **Combine(nodes-list, newlabel)**

6           This procedure is used to allow the user to modify an existing axis  
7       hierarchy to view value aggregations other than those displayable through the  
8       existing hierarchy. 'nodes-list' is a list of nodes in the same hierarchy, all having  
9       a common ancestor among the currently selected node subhierarchies. Let us  
10      call the common ancestor Anode. Anode is typically the direct parent of all  
11      members of nodes-list. This algorithm temporarily deletes all nodes in the  
12      hierarchy between Anode and nodes-list, making the nodes in nodes-list children  
13      of Anode. Anode may have other children nodes not in nodes-list; these are left  
14      untouched.

15          For example, see the previous discussion (Figure 10) where the user  
16      created weekday and weekend aggregate nodes. There, Week was Anode and  
17      Days were the nodes in nodes-list. No nodes existed between Weeks and Days  
18      in the hierarchy. The user (via GUI commands in the Graph System) combined  
19      Monday, Tuesday, Wednesday, Thursday, and Friday nodes as the children of a  
20      new node whose label is "Weekdays". Weekdays became a child of the Week  
21      node. The user then combined Saturday and Sunday nodes as the children of

1 the new node whose label is "Weekend". Weekend became another child of the  
2 Week node.

3 In place of the hierarchy with Week at the top and seven days at the  
4 bottom, the user received a three level hierarchy with Week at the top, Weekdays  
5 and Weekend underneath, Monday through Friday under Weekdays, and  
6 Saturday and Sunday under Weekend. Suppose (as shown in Figure 10) the  
7 graph showed many weeks, rather than one week. The user (through convenient  
8 GUI commands) could execute these combine operations once over all weeks in  
9 the graph display.

10 The basic Combine algorithm is the following:

11 1. For all nodes between Anode and nodes-list, remove their links in the  
12 hierarchy, storing them in case the user wishes the hierarchy to be restored.  
13 If any were selected, unselect them and select the nodes in nodes-list.

14 2. Create a new node New and add it to Anode's children nodes of its currently  
15 selected subhierarchy. Set its label to newlabel. (In the weekday/weekend  
16 example, newlabel would be "weekdays" or "weekends".) Set its children  
17 nodes to nodes-list. Since there is only one subhierarchy, its selection-label  
18 field is irrelevant.

19 Set New's Leaf?(node, selected-nodes) function to a function which  
20 ignores its arguments and returns False.

1    3. Set New's aggregation-function to Anode's aggregation-function.

2    4. Refresh plotted values by calling plot-values().

3    **Uncombine(nodes-list)**

4    This procedure is used to undo the Combine operation previously done on  
5    nodes-list. The method is:

6    1. If the parent of nodes-list is a selected-node, unselect it and select the nodes  
7    in nodes-list.

8    2. Destroy the parent of nodes-list, which is referred to as 'New' in Combine step  
9    4.

10    3. Restore the links removed in Combine step 1.

11    4. Refresh plotted values by calling plot-values().

12    **Filter(node, repplot?)**

13    This procedure is called when the user wishes to filter 'node' out of the graph,  
14    as if it were not even in the Application. The algorithm is:

15    1. add node to a filtered-nodes set. Filtered-nodes is a global variable.

16    2. Let PARENT be node's parent node.

17    If PARENT's currently selected subhierarchy's child-nodes are all in filtered-  
18    nodes,

19        Filter(PARENT, False)

1     3. If replot? Is True, call plot-values().  
2         Step 2 recognizes that if all of a nodes children are filtered, the node itself is  
3         filtered. We go ahead and filter it to cut off other algorithms' tree traversals early.  
4         This is most important in plot-values, to keep a filtered subtree from being printed  
5         along its axis.

6     **Unfilter(node, replot?)**

7         This procedure is called when the user wishes to no longer filter out 'node'.

8         The algorithm is:

9             1. If node is not in the filtered-nodes set, return.  
10             2. remove node from filtered-nodes.  
11             3. For each node CHILD in node's currently selected subhierarchy's child-  
12                 nodes,  
13                 Unfilter(CHILD, False)  
14             4. If replot? Is True, call plot-value().

15         Step 2 makes it easy for a user to unfilter an entire subtree of nodes.

16     **Cell Vectors and Cell Hierarchies**

17         In the procedures described thus far, it will have been noted that various  
18         data types must match. Value-lookup's return value, aggregate-value's return  
19         value, and aggregate-value's arguments must all match type. Cells on the

1 graph's grid have values of this type. In Initialize-Graph's step 5, Application 102  
2 tells Graph System 100 how to format this value type. For instance, if the type is  
3 numeric, perhaps a bar with or without an accompanying printed number is the  
4 format. If the value is a vector of numbers, perhaps a row of bars positioned  
5 against each other is the format (as shown in Figure 11).

6 Vectors fit into the current algorithms seamlessly. Aggregate-value just  
7 takes a list of vectors as argument and returns a vector containing aggregated  
8 numbers. For instance, if the argument list contained the two vectors <1, 3, 4>  
9 and <2, 4, 6>, the aggregate-value function should return the vector <3, 7, 10>.

10 In Figure 11, thus, Planned Sales, Allocated Sales, and Actual Sales are not  
11 hierarchy nodes at all. Instead, they label the cell vector values. North  
12 America, South America, Europe, and Asia are the leaf hierarchy nodes. The  
13 formatting of their labels along the Seller Hierarchy axis would include the  
14 printing of "Planned Sales", "Allocated Sales", and "Actual Sales."

15 The discussion relating to Figure 18 presented the usefulness of the cell  
16 data type being a hierarchy (such as a tree of numbers). Such cell hierarchies  
17 allow the user to legibly plot functions of three hierarchies such as Seller,  
18 Product, and Time. With a cell hierarchy, the values returned by value-lookup  
19 and aggregate-values and the values plotted on each cell of the grid are all trees  
20 of numbers or other data. An example aggregation of two cell hierarchy values is  
21 shown in Figure 22. In this example, the aggregation function is the summation  
22 of numbers in the trees. Why bother with a tree representation, when we could

1 have used cell vectors to store <1, 3, 2, 5> and <0, 1, 0, 3> and defined their  
2 aggregate to be the vector <1, 4, 2, 8>? Because the cell hierarchy permits the  
3 user to traverse (via drilling up, drilling down, and filtering) and manipulate (via  
4 combine and uncombine) the cell hierarchy. (These algorithms on cell  
5 hierarchies are almost identical to those of the axis hierarchies.) Drilling up one  
6 level in the Figure 22 cell hierarchy would change the cell displaying the values  
7 1, 4, 2, and 8 to displaying 5, 10. (5 is the aggregation of 1 and 4; 10 is the  
8 aggregation of 2 and 8.) Drilling up another level leaves the cell displaying 15  
9 (the aggregation of 1, 4, 2, and 8).

10 Initialize-graph's Step 5 is the step where Application 102 informs Graph  
11 System 100 about the cell hierarchy. It passes the structure of the hierarchy as a  
12 tree of hierarchy-node structures. This tree provides the tree structure and the  
13 labels of leaf and nonleaf nodes of the tree, which Graph System 100 needs to  
14 display its cell hierarchy in a legend. The user will click on this legend to issue  
15 commands such as drilling up and down the cell hierarchy, selecting alternate  
16 subhierarchies, combining, and filtering.

17 To handle cell hierarchy commands, Graph System 100 reuses slightly  
18 altered versions of most of the previously presented algorithms. For Drill-Down,  
19 Drill-Up, Combine, and Uncombine on cell hierarchies, the algorithms are all  
20 identical to those for axis hierarchies, except that the cell hierarchy versions  
21 modify a global set of cell hierarchy nodes, rather than a set of axis hierarchy  
22 nodes. The latter has been referred to as "selected nodes". For the remainder of

1 this discussion, the former will be referred to as **cell-hierarchy-selected-nodes**.

2 For example, the version of Drill-Down(node) for cell hierarchies is:

3 1. Remove 'node' from cell-hierarchy-selected-nodes, the set of selected cell  
4 hierarchy nodes.

5 2. Add node's children nodes onto cell-hierarchy-selected-nodes.

6 3. Refresh plotted values by calling plot-values().

7 The cell-hierarchy-selected-nodes specify how to format out all the trees of

8 values at each point on the graph's grid. For instance, if the cell value is the 1-4-

9 2-8 tree in Figure 22 and the top node of the cell hierarchy is the only member of

10 cell-hierarchy-selected-nodes, the format function should compute the aggregate

11 of 1-4-2-8 (using aggregate-value) and print that value (15). If instead the two

12 middle hierarchy nodes were selected, then it should print the values 5, 10.

13 The value formatting logic sent by Application 102 to Graph System 100 in

14 initialize-graph step 5 must take the tree of values returned by aggregate-value

15 and examine the cell hierarchy and cell-hierarchy-selected-nodes to see how to

16 format out the tree on the graph's grid. The procedure is as follows:

17 **Plot-cell-value(hnode, vnode)**

18 {hnode is the top node in the cell hierarchy. Vnode is the top node of the

19 tree of values we are plotting.}

20 IF hnode is in cell-hierarchy-selected-nodes

1        THEN  
2           Let L be an empty list.  
3           Traverse leafs of vnode, collecting their values in L.  
4           Plot the value returned by aggregate-value(L).  
5        ELSE  
6           FOR EACH child HC of hnode paired with the corresponding child VC of  
7        vnode,  
8           Plot-cell-value(HC, VC).

9        Vnode itself might be a leaf, in which case the traversal contains just vnode.

10          Since the algorithm of this procedure may be executed over many cells,  
11          speed optimizations are useful. The cell hierarchy could be traversed at the  
12          start, collecting the traversal paths and corresponding aggregate-value calls to  
13          make for all of the cell values to be formatted. Given the cell hierarchy in Figure  
14          23, we would traverse A, B, and C nodes only once. Then, for each cell value, we  
15          would know to get the leaf values in a first-order traversal and then call  
16          aggregate-value({first-leaf, second-leaf}) and aggregate-value({third-leaf, fourth-  
17          leaf}). If cell value trees are stored via vectors, walking the leafs in first-order is  
18          extremely efficient.

19        Editing

20          Application 102 may be designed to operate similarly to a spreadsheet,  
21          with the user changing various values and seeing resultant changes to various

1 computations in the GUI. In the case of the present invention, the user would  
2 have a way of editing values retrieved by value-lookup, and on each edit, Graph  
3 System would update the graph. For instance, if the graph were currently  
4 displaying a summation style aggregate of four values 10,20,40,30, which is 100,  
5 and the user changed the first value from 10 to 20, the graph would change to  
6 display 110.

7 The simplest, non-integrated method to implement such editing in the  
8 present invention is for the user to change the underlying values feeding value-  
9 lookup via the Application's own editing tools, and then for the user or Application  
10 102 itself to have Graph System 100 call plot-values.

11 The more convenient, integrated method is to click on a value plotted  
12 between axis hierarchy leaf nodes in Graph System 100 and type in a new value.  
13 Such functionality is enabled by Application 102 in Step 3 of the initialize-graph  
14 algorithm.

15 As described previously, the preferred method integrates well with the  
16 three dimensional graphing capabilities of products such as the floor/wall/wall  
17 graphing product available from i2 Technologies. This product uses a  
18 Floor/Wall/Wall (FWW) display system, to which the Graph System 100 has  
19 connections. The Floor pane of FWW holds Graph System's grid and hierarchy  
20 axes display. (Alternatively, one of the two walls could hold these things.  
21 Typically, the primary graph data is displayed on the floor, and the walls are used

- 1 to show summaries.) Whenever Graph System 100 calls plot-values(), it sends
- 2 FWW the new Floor display and any updates to make on its walls.

3       The described system is usable with any data that can be expressed  
4 hierarchically. By ordering the data in this manner, and using the described  
5 procedures, a user can gain significant useful control over the display of data. As  
6 is well known, well displayed data can assist the user in understanding its  
7 implications, and the system and method of the present invention provides a  
8 significant step forward in the art.

9       While the invention has been particularly shown and described with  
10 reference to a preferred embodiment, it will be understood by those skilled in the art  
11 that various changes in form and detail may be made therein without departing from  
12 the spirit and scope of the invention.

1 What is claimed is:

2 1. 1. A system for displaying graphical information, comprising:

3 a display driver for making graphical information visible to a user;

4 data organized along at least one axis in a hierarchical manner; and

5 a graphing system connected to the data and to the display driver for  
6 displaying at least one axis of data, in a graph having at least two dimensions, as  
7 aggregated data in accordance with a selected level within the hierarchy.

8

- 1    2.    A method for displaying data, comprising the steps of:
  - 2       displaying a graph having at least two dimensions;
  - 3       organizing at least one axis of the display in a hierarchical manner, so that
  - 4       data displayed along such at least one axis is selectively aggregated to be
  - 5       displayed.
  
- 1    3.    The method of Claim 2, further comprising the step of:
  - 2       allowing a user to select a level of the axis to be displayed, wherein the
  - 3       selectable aggregation level displayed is that chosen by the user.
  
- 1    4.    The method of Claim 3, wherein, in response to the user changing the
- 2       aggregation level, a different aggregation level is displayed.
  
- 1    5.    The method of Claim 2, wherein the graph includes data organized in a
- 2       hierarchy along two axes of the display.
  
- 1    6.    The method of Claim 5, wherein the display is a 3-dimensional graphical
- 2       display of data.

1    7.    The method of Claim 1, wherein, in response to a user selection, a portion  
2    of a dimension displaying aggregated data is aggregated at a different level from  
3    the remaining portions of that dimension.

1    8.    The method of Claim 1, wherein selected elements of a hierarchical  
2    dimension are hidden from the display.

1    9.    The method of Claim 1, wherein the displayed graph is organized in three  
2    dimensions, with two dimensions forming a floor of a display, and both being  
3    organized as hierarchies.

1    10.   The method of Claim 9, wherein data is displayed in the third dimension.

2    11.   The method of Claim 10, wherein the data is organized as a hierarchy,  
3    and wherein the data is displayed as a selected hierarchy level.

4    12.   The method of Claim 11, further comprising the steps of:

5            receiving from the user input selecting a hierarchy level for displaying the  
6    data; and

7            displaying the data at the user selected level.

## **ABSTRACT**

1       A system and method for displaying graphs on a computer display organize  
2       the data and axes of the display hierarchically. The user is allowed to select which  
3       levels of the hierarchy are to be displayed, thereby controlling the look of the  
4       display. Data at lower hierarchical levels is aggregated at the level chosen for  
5       display. By varying the chosen display levels, the user changes the nature of the  
6       display on the computer monitor.

Fig 1

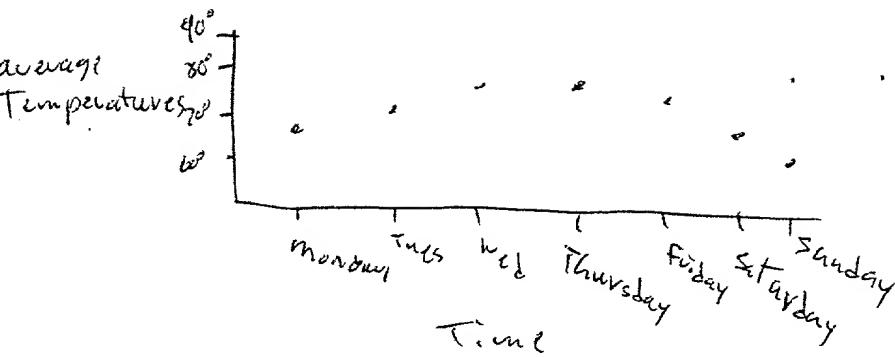


Fig 2

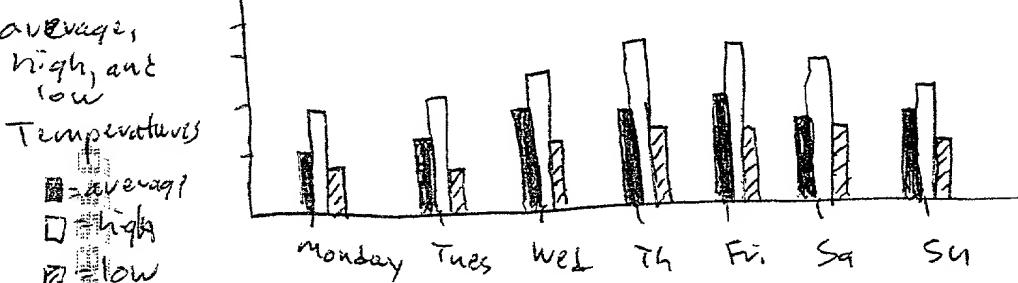
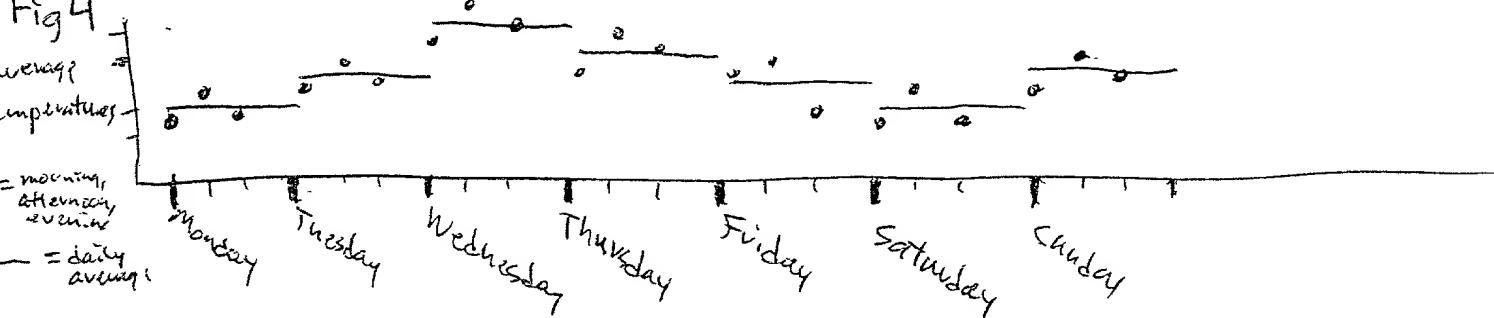


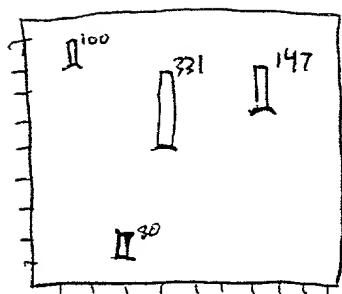
Fig 3



Fig 4



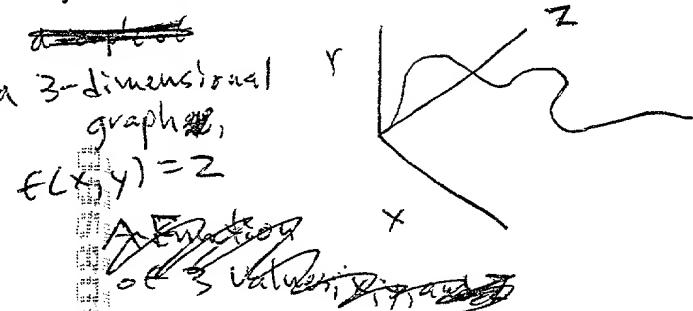
**Figure 5**  
mockup of  
SimCity (tm)  
Latitude  
(x axis)



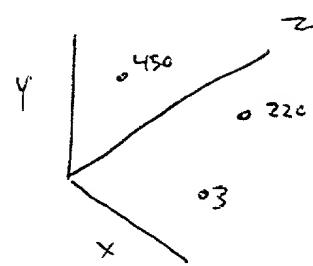
Longitude (x axis)

Populations  
in thousands  
at various  
coordinates

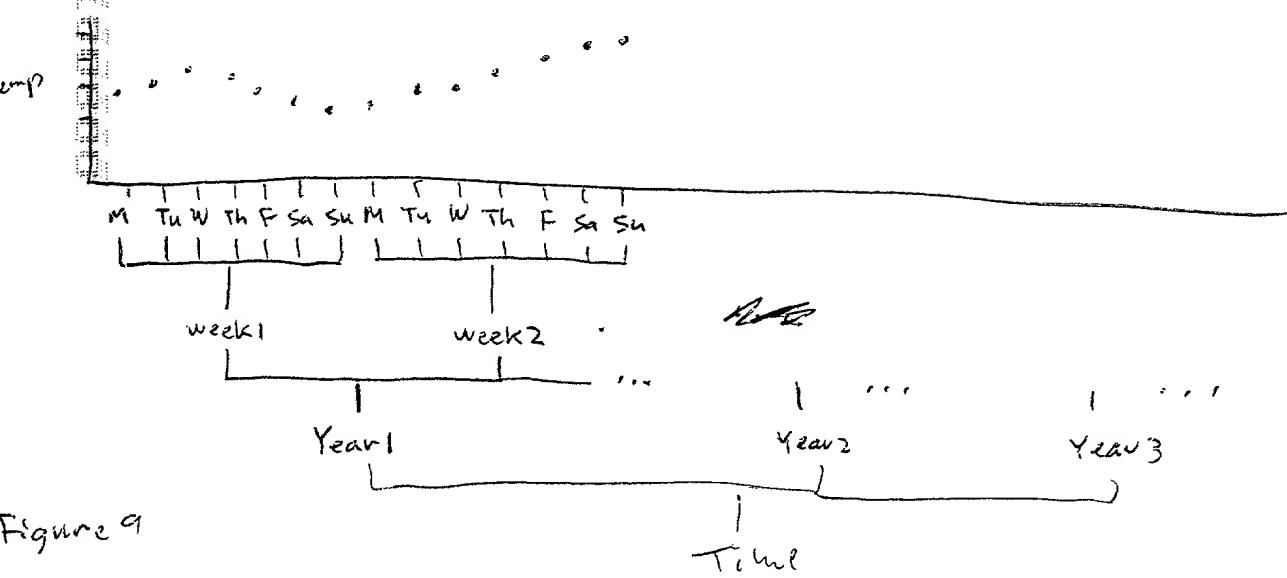
**Figure 6**



**Figure 7** a 3-Dimensional graph,  
 $f(x, y, z) = \text{plotted}$   
numerical  
values



**Figure 8**



**Figure 9**

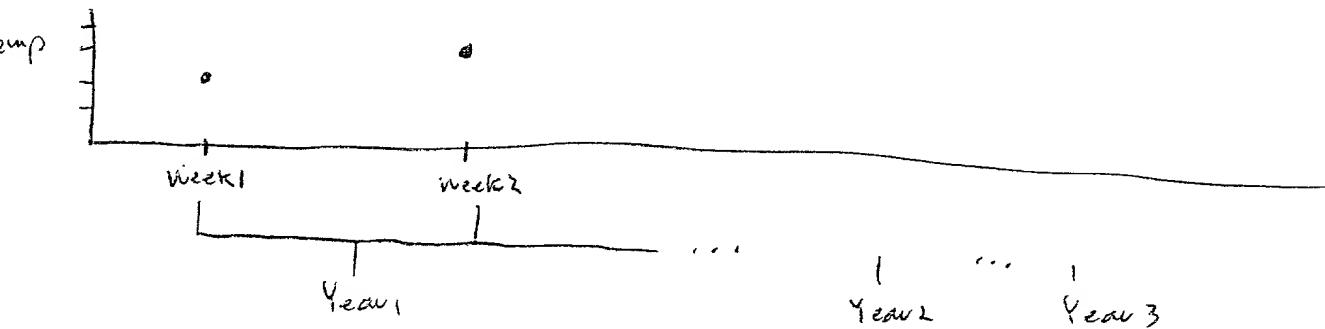


Figure 10

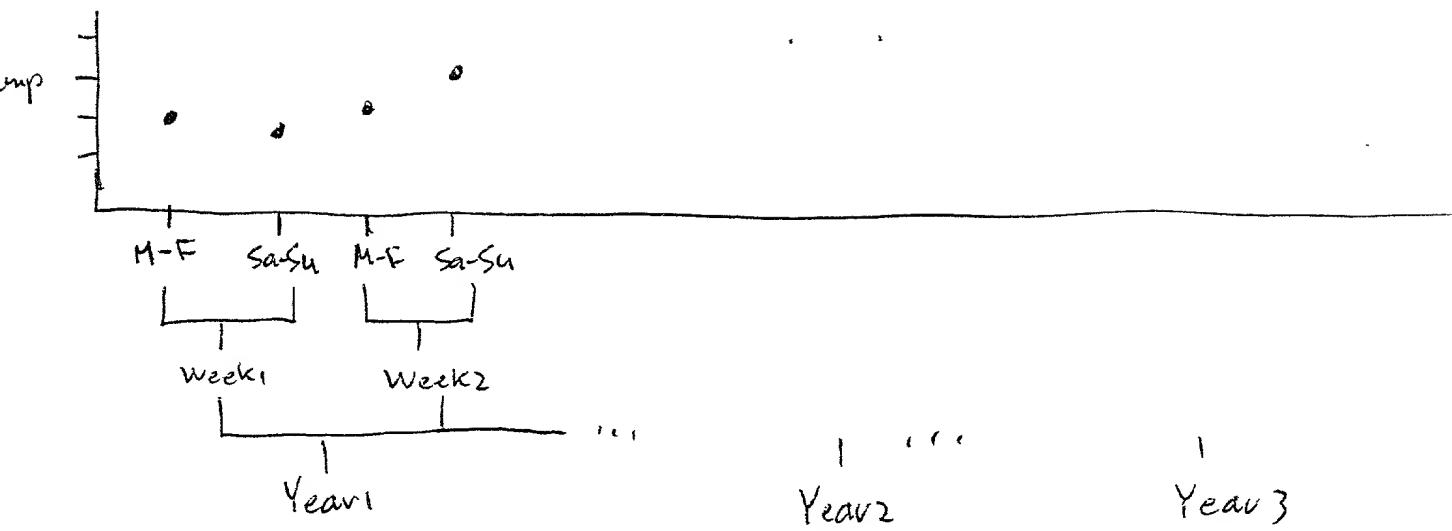


Figure 11

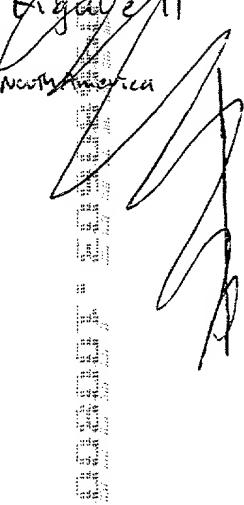


Figure 11

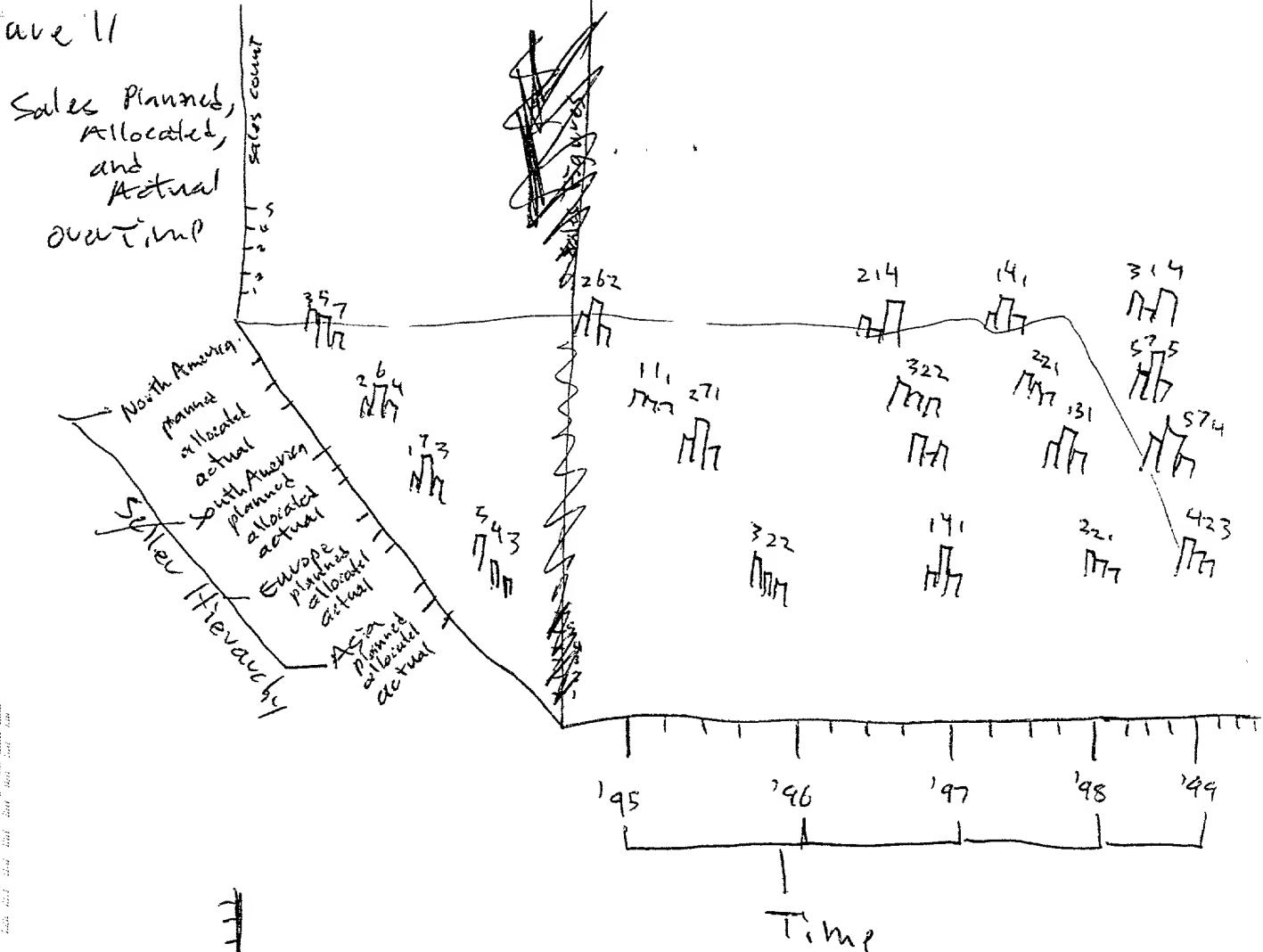


Figure 12

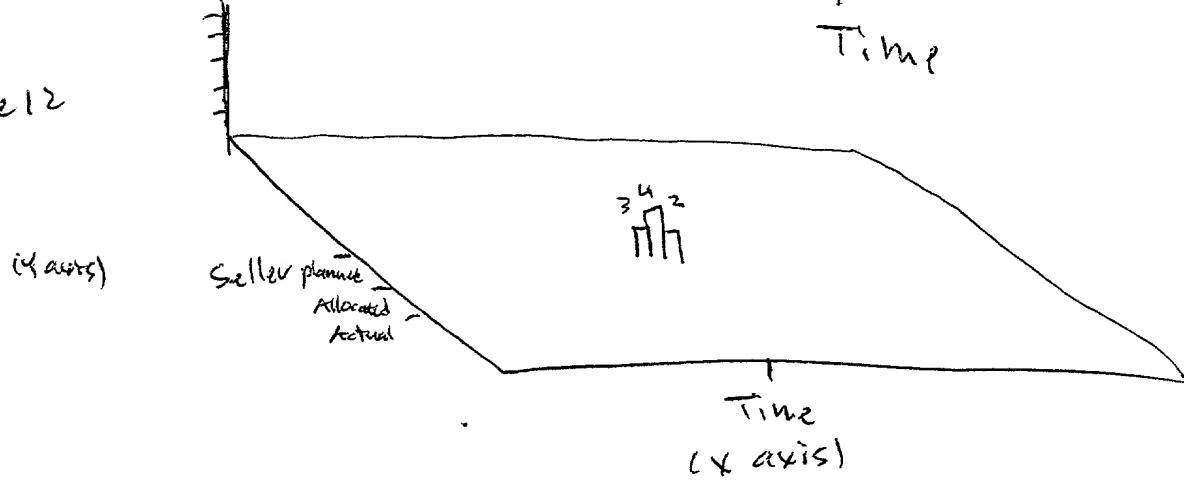


Figure 13

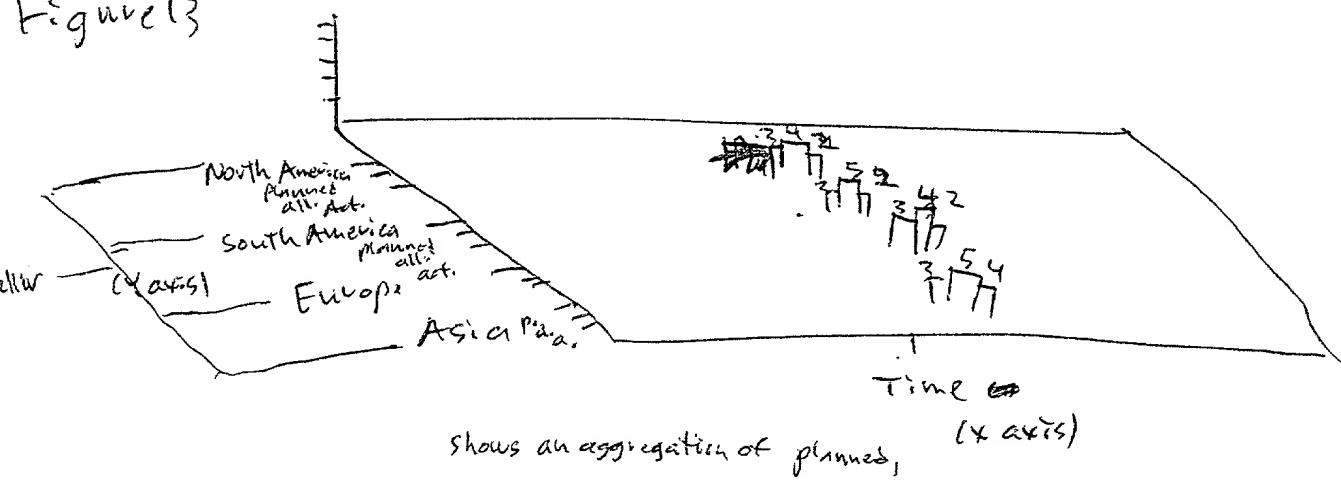


Figure 14

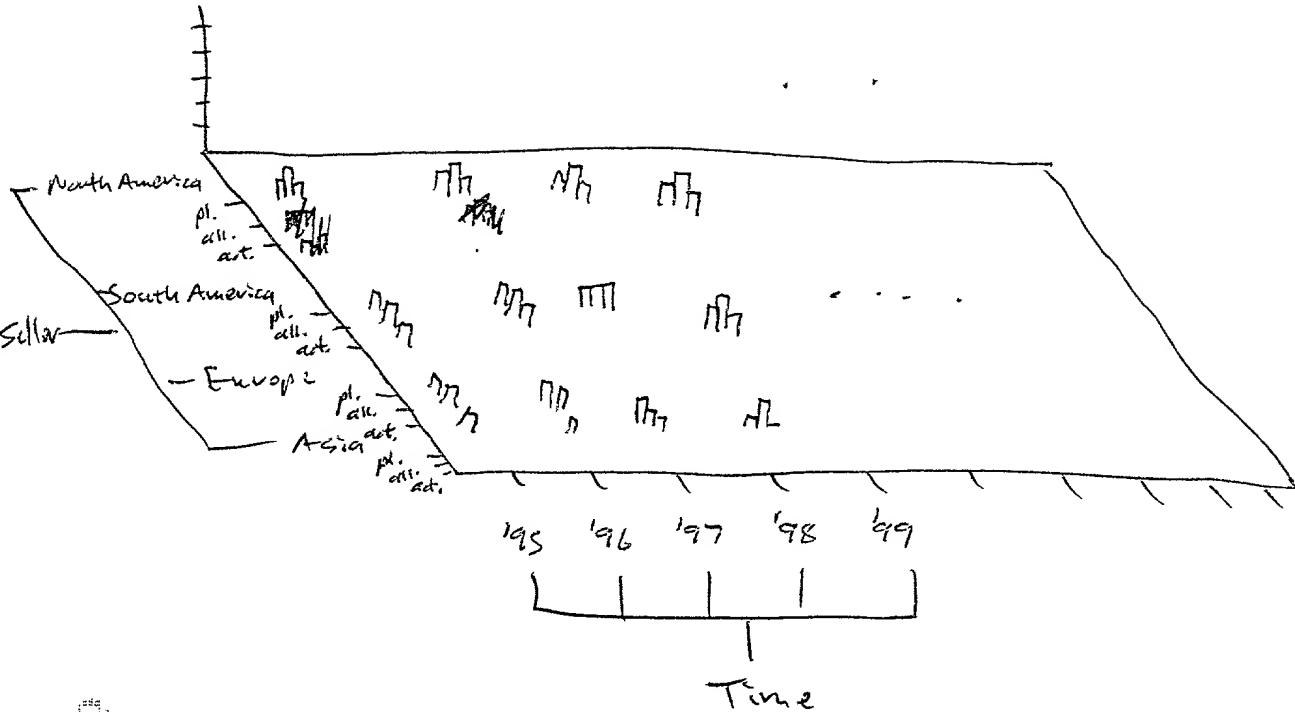


Fig. 15

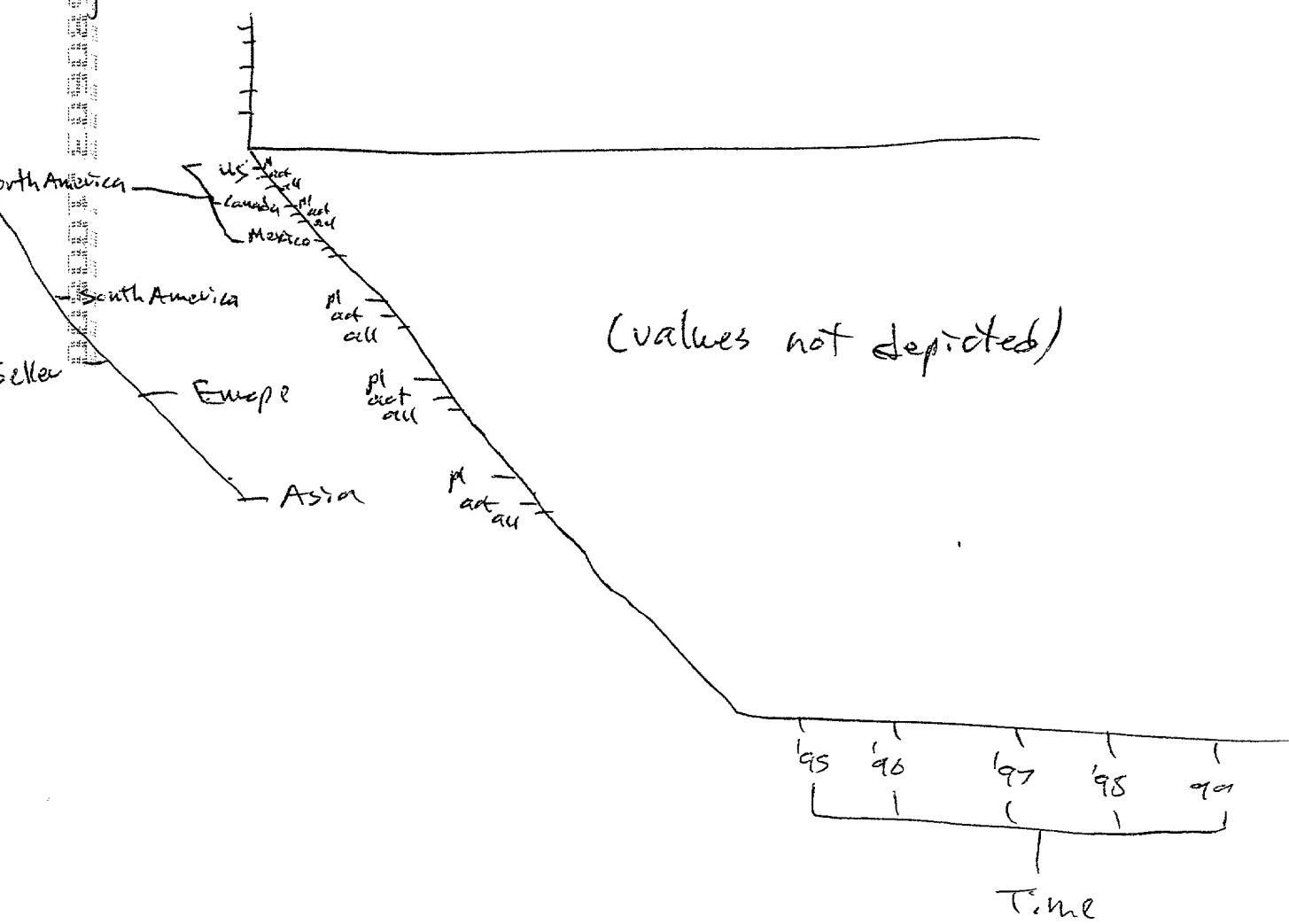


Figure 16

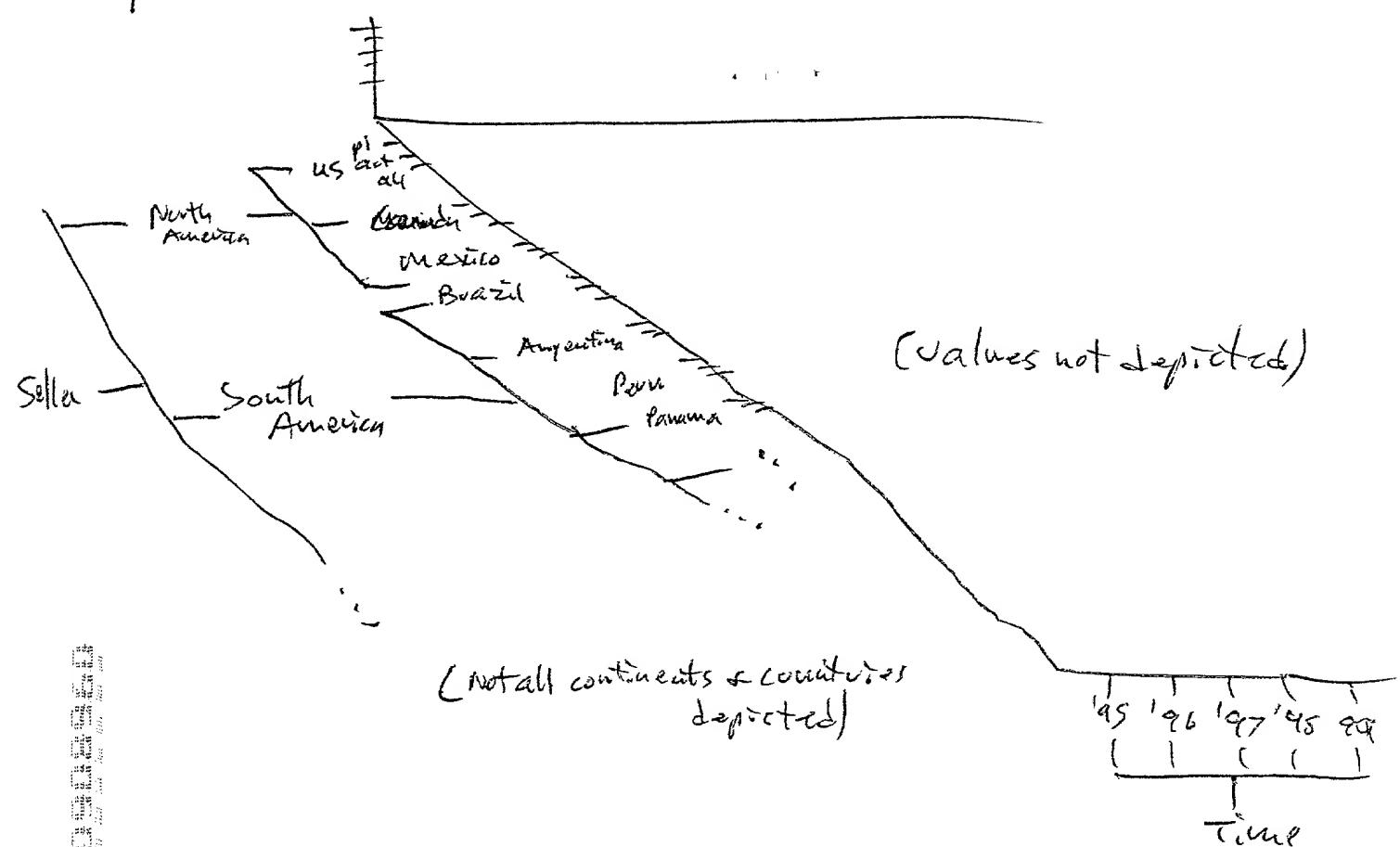
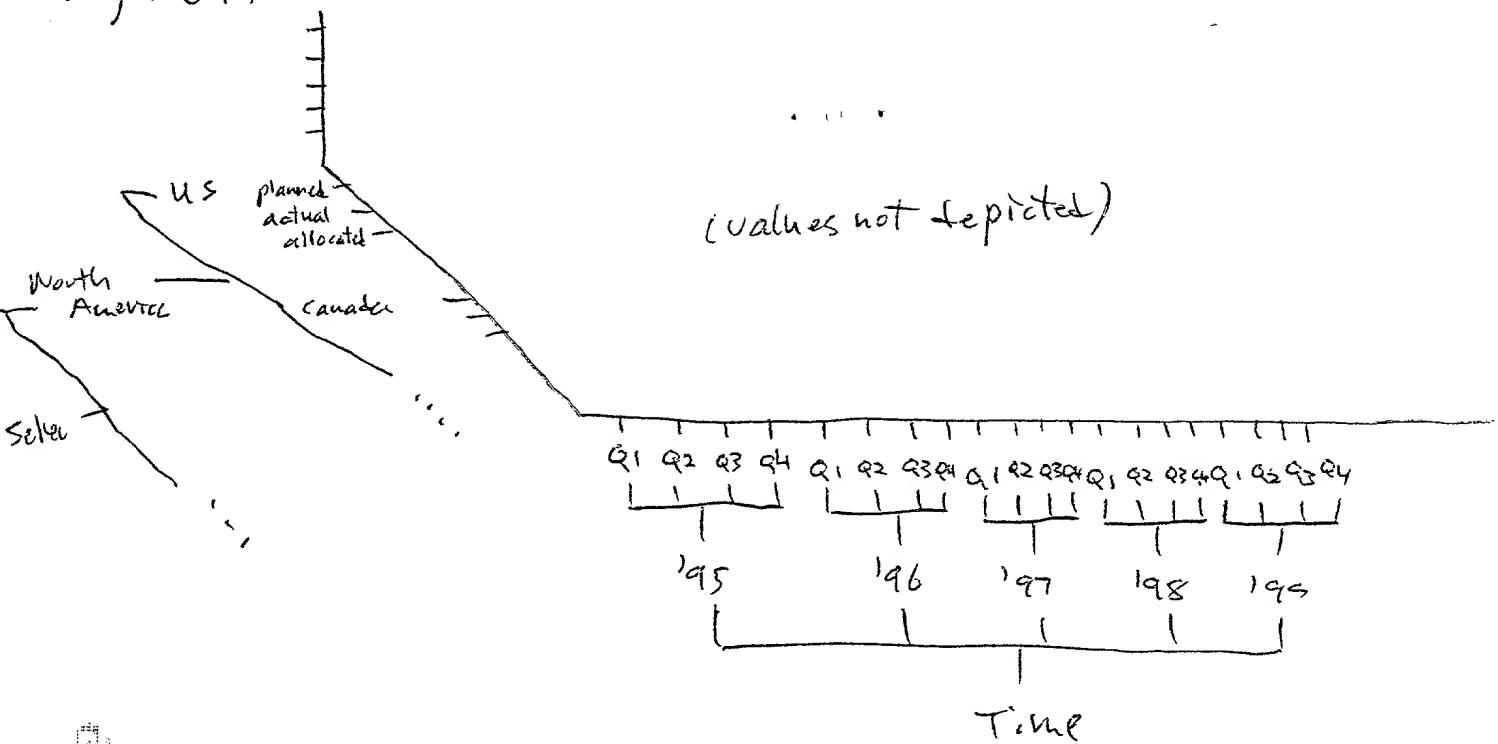


Figure 17



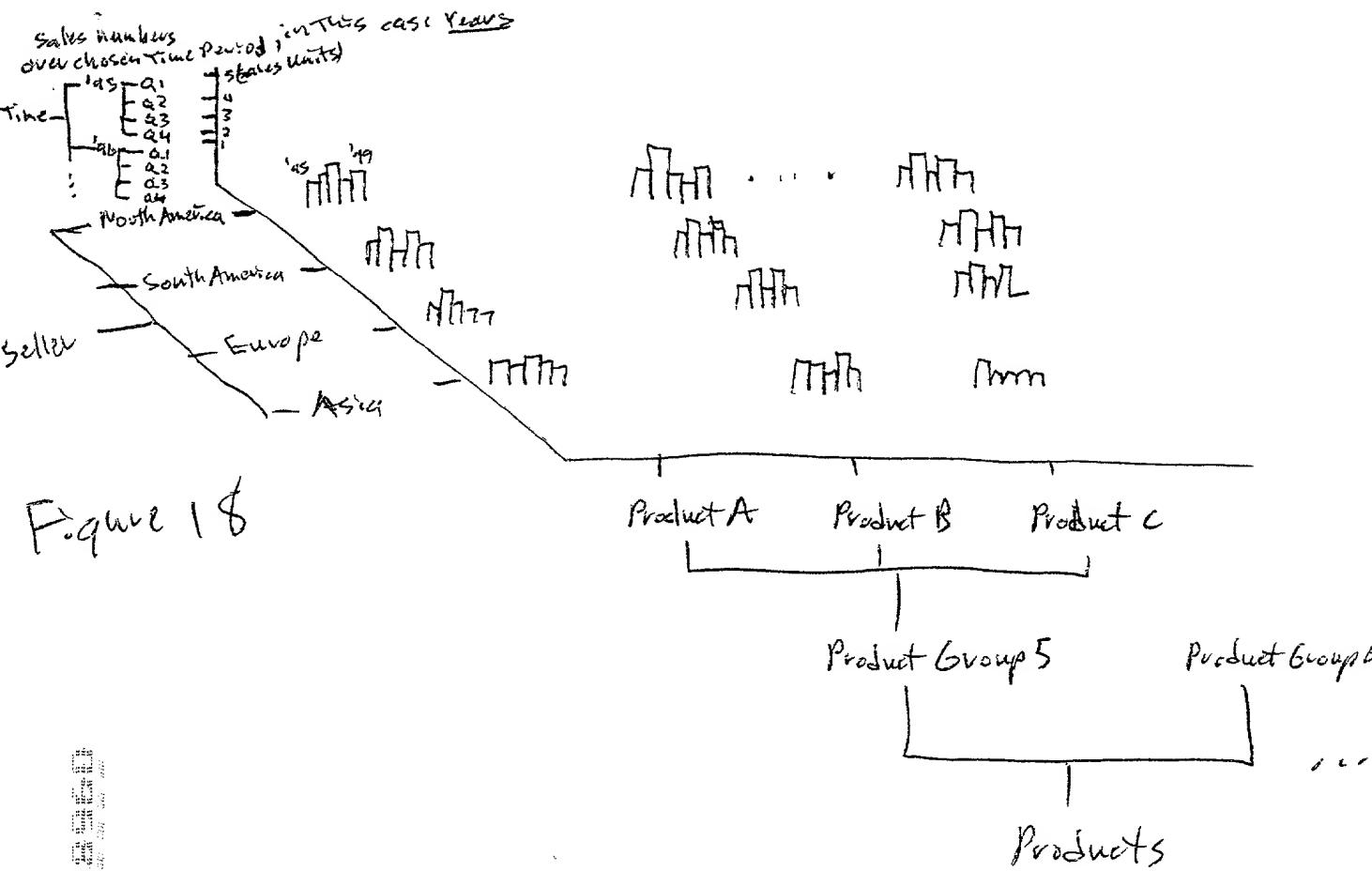


Figure 18

Figures 19-21 are the screen shots.

Figure 1a

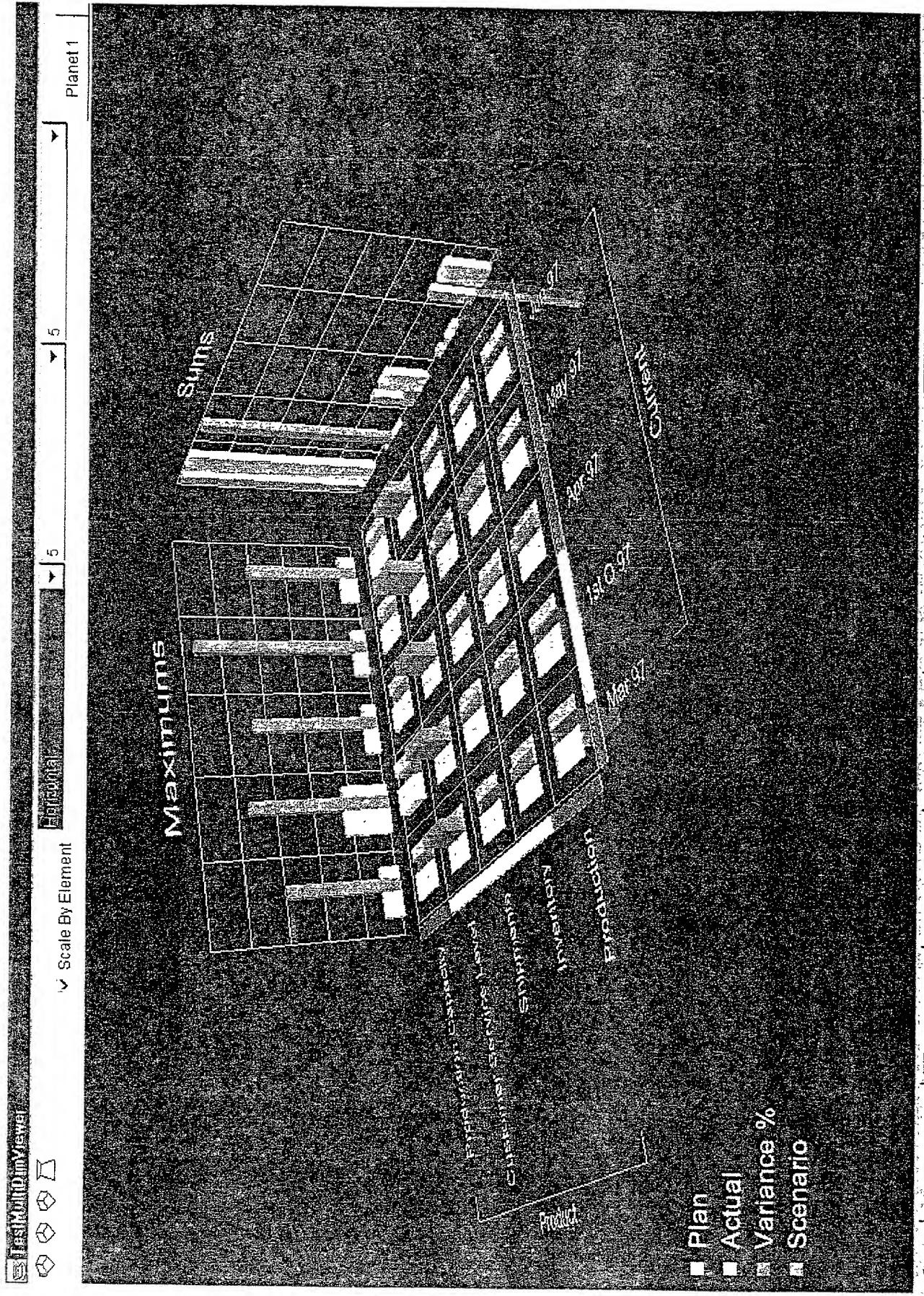


Figure 20

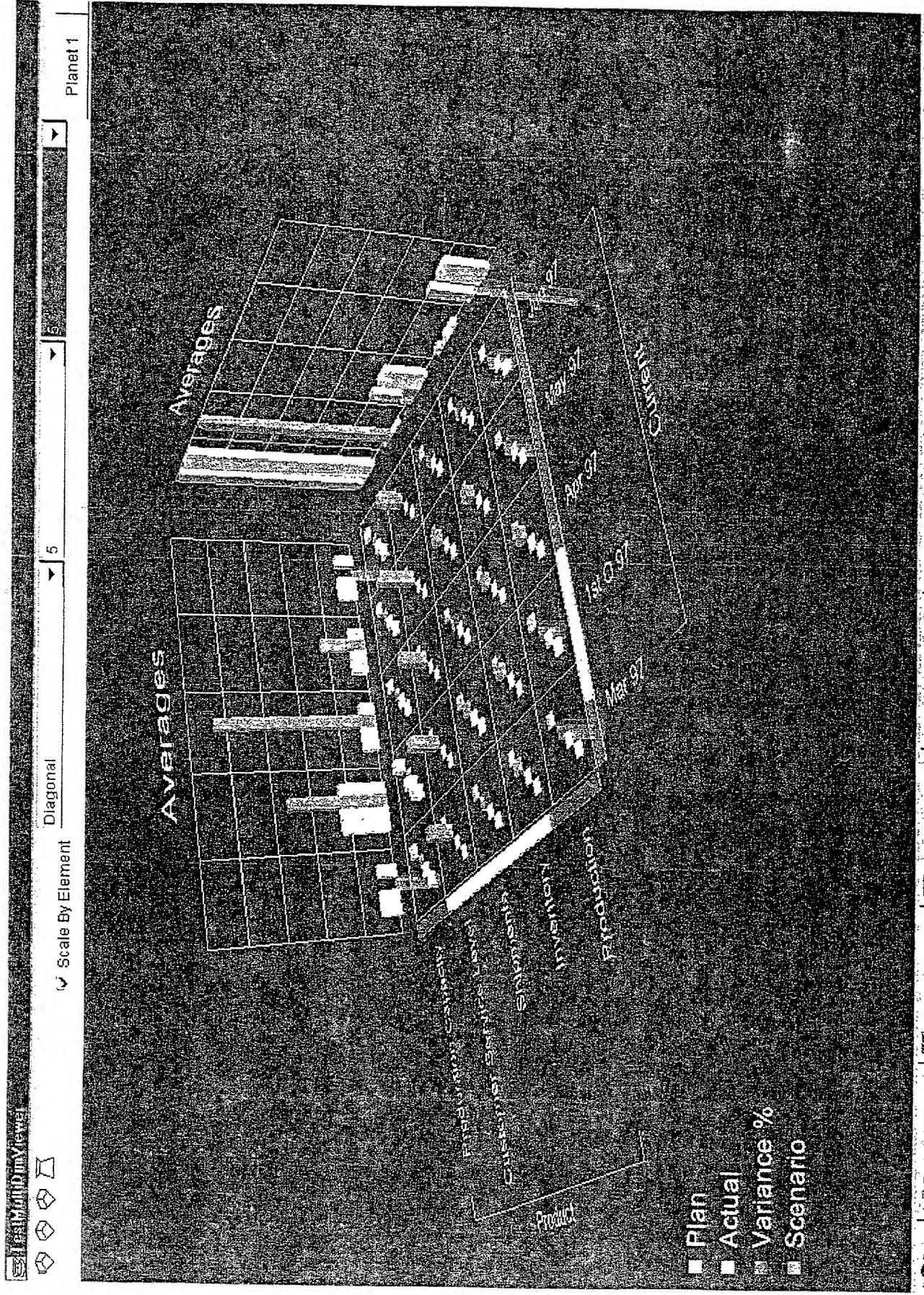
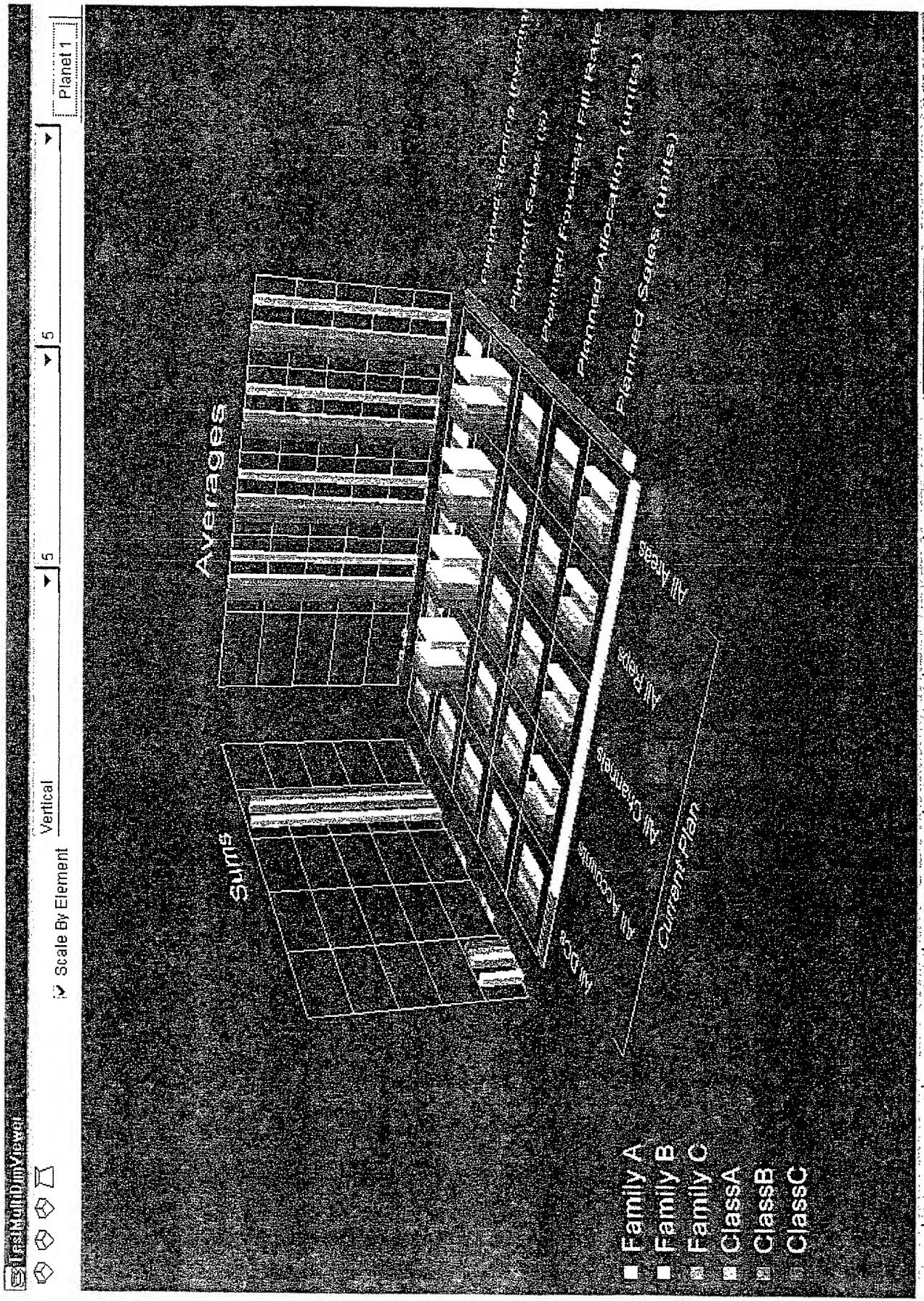
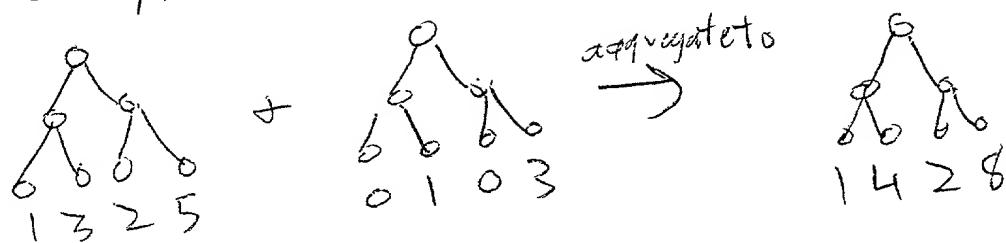


Figure 2)



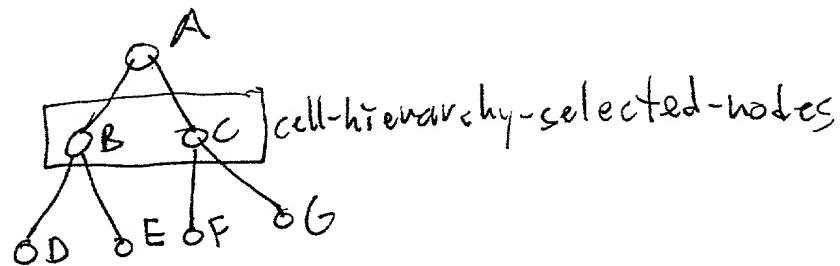
# Figure 22

The Aggregation of Two Cell Hierarchy Values



# Figure 23

Cell Hierarchy



# FIG 24

